IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In re Application of:	James Morrow, et al.	**Examiner:**	Thomas, Eric M.
Application No.:	09/967,221	**Group Art Unit:**	3714
Filing Date:	September 28, 2001	**Confirmation No.**	7155
Notice of Appeal:	October 13, 2009	**Docket No.**	83336.0519
Title: INTEGRATED DISPLAY AND INPUT SYSTEM		**Customer No.**	66880

Mail Stop Appeal Brief- Patents
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

APPEAL BRIEF

Dear Sir:

This Appeal Brief is being filed in response to the Office action dated April 13, 2009. Appellant filed the Notice of Appeal on October 13, 2009, and therefore, a five-month extension of time is being filed concurrently herewith. The fees required under § 1.17 are also submitted herewith. In the event additional fees are required, authorization is hereby provided to charge our Deposit Account No. 194293 any fees due in connection with this paper.

(i) REAL PARTY IN INTEREST

The real party in interest in this appeal is Bally Technologies, Inc., 6601 S. Bermuda Road, Las Vegas, Nevada 89119.

(ii) RELATED APPEALS AND INTERFERENCES

There are no prior or pending appeals, interferences, or judicial proceedings known to the appellant, the appellant's legal representative, or the assignee which may be related to, directly affect, or be directly affected by, or have a bearing on the Board's decision in this pending appeal.

(iii) STATUS OF CLAIMS

Claims 1-138 are pending, have been rejected and are now being appealed.

(iv) STATUS OF AMENDMENTS

No amendments have been entered subsequent to the rejection mailed April 13, 2009.

(v) SUMMARY OF CLAIMED SUBJECT MATTER

Independent Claim 1:

A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40 and 50) the gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1, 80 and 90); the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen (p. 8, ll. 20-23, FIG. 1: 30 and 70);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from a system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform, and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2, FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 41:

A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40 and 50), the gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of

hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1, 80 and 90); wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game (p. 9, ll. 5-8; p. 10, ll. 15-17); and wherein the additional processor runs a game display process that includes an audiovisual functionality necessary to generate a wagering game (p. 9, ll. 15-18) the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen (p. 8, ll. 20-23, FIG. 1: 30 and 70);

a systems interface produced by a systems logic process and that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform, and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2, FIG. 1: 20);

wherein the additional processor of the gaming platform runs the systems logic process that provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-14); and

wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-13);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23);

a converter card enabling the additional processor to communicate with the systems interface and a system network (p. 5, ll. 13-19, FIG. 1: 100);

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor (p. 13, ll. 5-9, FIG. 1: 110); and

calibration software that enables the additional processor to calibrate the display of system information on the display screen (p. 3, ll. 22-24).

Independent Claim 42:

A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device within a gaming system, the gaming system including a system network containing system information (p. 8, ll.4 -19; FIG. 1: 10, 40 and 50); a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90); wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game (p. 9, ll. 5-8; p. 10, ll. 15-17); and wherein the additional processor runs a game display process that includes audiovisual functionality necessary to generate a wagering game (p. 9, ll. 15-18); and a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16); the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen (p. 8, ll. 20-23, FIG. 1: 30 and 70);

a systems interface produced by a systems logic process and that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to the non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; FIG. 1: 20);

wherein the additional processor of the gaming platform runs the systems logic process that provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-14); and

wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-13);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23);

a converter card that enables the additional processor to communicate with the systems interface and the system network (p. 5, ll. 13-19; FIG. 1: 100);

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor (p. 13, ll. 5-9; FIG. 1: 110); and

calibration software that enables the additional processor to calibrate the display of system information on the display screen (p. 3, ll. 22-24).

Independent Claim 43:

A gaming system for integrating gaming functions and system functions via a display screen of a gaming platform in a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40, 50 and 70), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a network interface for connecting a gaming device to the system network (p. 9, l. 27 – p. 10, l. 6, FIG. 1: 16);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 68:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface (p. 9, ll. 3-25, FIG. 1: 50, 80 and 90),

wherein the plurality of processors run hard real time tasks related to controlling game peripherals (p. 9, ll. 3-14);

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-12); and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-14); and

a gaming interface produced by the game logic process and the game display process, that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game (p. 8, ll. 20-23, FIG. 1: 30); and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 8, l. 26 – p. 9, l. 2; FIG. 1: 20), and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 69:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game (p. 10, ll. 17-20);

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-12); and

wherein the additional processor also runs a game display process that includes audiovisual

functionality necessary to generate the wagering game, wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-14); and

a gaming interface produced by the game logic process and the game display process, that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game (p. 8, ll. 20-23, FIG. 1: 30); and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 8, l. 26 – p. 9, l. 2; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 83:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll. 4 -19, FIG. 1: 10, 40 and 50), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a gaming device utilizing a multiple processor gaming platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90); and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals (p. 9, ll. 3-14);

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-12); and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-14);

a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16);

a gaming interface produced by the game logic process and the game display process, viewable on the gaming interface display screen of the gaming platform, wherein the gaming

interface enables a player to participate in the wagering game (p. 8, ll. 20-23, FIG. 1: 30); and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 84:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40 and 50), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game (p. 10, ll. 17-20);

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-12); and

wherein the additional processor also runs game display process that includes audiovisual functionality necessary to generate the wagering game, wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-14);

a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16);

a gaming interface produced by the game logic process and the game display process, viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game (p. 8, ll. 20-23, FIG. 1: 30); and

a systems interface produced by the systems logic process that is viewable on the gaming

interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 100:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90); and

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 101:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40 and 50), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 102:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system

network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23);

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network (p. 11, l. 19 – p. 12, l. 8);

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor (p. 13, ll. 5-9, FIG. 1: 110); and

calibration software that enables the additional processor to calibrate the display of system information on the display screen (p. 3, ll. 22-24).

Independent Claim 114:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll. 4 -19, FIG. 1, 10, 40 and 50), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen, and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input

into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23);

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network (p. 11, l. 19 – p. 12, l. 8);

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor (p. 13, ll. 5-9, FIG. 1: 110); and

calibration software that enables the additional processor to calibrate the display of system information on the display screen (p. 3, ll. 22-24).

Independent Claim 135:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll. 4 -19, FIG. 1: 10, 40 and 50), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1:P 80 and 90), and wherein the gaming device connects directly to the system network (p. 5, ll. 24-25);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20);

wherein the systems interface utilizes the gaming platform to produce enhanced system

request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23); and

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network (p. 11, l. 19 – p. 12, l. 8).

Independent Claim 136:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90); and

a gaming interface that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a player services interface, wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface on the gaming interface display screen of the gaming platform which provides a player access to service features (p. 5, ll. 4-12; p. 16, ll. 30-32; FIG. 6: 20); and

an employee systems interface, wherein insertion of an authorized employee identification card, on which only identification data is embedded, into the card reader activates the employee systems interface on the gaming interface display screen of the gaming platform which provides an employee access to non-gaming system information through the gaming platform via the gaming interface display screen of the gaming platform (p. 5, ll. 4-12; p. 6, ll. 8-11; FIG. 7: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 137:

A method of integrating gaming functions and system functions into a display screen of a gaming platform in a gaming device (p. 6, ll. 12-26; FIG. 1: 40, 50 and 70), wherein the gaming

device includes a card reader (p. 8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 50 and 60), the method comprising:

generating a wagering game via a gaming interface by running a game logic process that includes the game rules necessary to generate the wagering game (p. 6, ll. 14-16; p. 10, ll. 15-17), and by running a game display process that includes audiovisual functionality necessary to generate a wagering game and that writes to the gaming interface display screen of the gaming platform in the gaming device (p. 6, ll. 16-18; p. 10, ll. 9-14);

displaying the wagering game on the display screen (p. 6, ll. 4-6; p. 10, ll. 5-8; FIG. 1: 40);

enabling a player to interact with the wagering game through the gaming interface that is incorporated into the gaming interface display screen of the gaming platform (p. 8, ll. 20-23, FIG. 1: 30);

generating a systems interface by running a systems logic process that provides access to non-gaming system information on a system network through the gaming platform and that writes to the gaming interface display screen of the gaming platform, wherein the systems logic process is maintained as a separate process from the game display process (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

enabling activation of the systems interface, wherein insertion of an authorized identification card, upon which only identification data is embedded, into the card reader activates the systems interface in the gaming interface display screen of the gaming platform which provides access to non-gaming system information in a system network through the gaming platform (p. 5, ll. 4-12; p. 16, ll. 8-11 and 30-32; FIG. 6, 20 and FIG. 7; 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

Independent Claim 138:

A method of integrating gaming functions and system functions into a display screen of a gaming platform in a gaming device (p. 6, ll. 12-26; FIG. 1: 40, 50 and 70), wherein the gaming device includes a card reader (p. 8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 50 and 60), the method comprising:

generating a wagering game via a gaming interface by running a game logic process that

includes the game rules necessary to generate a wagering game (p. 6, ll. 14-16; p. 10, ll. 15-17), and by running a game display process that includes audiovisual functionality necessary to generate the wagering game and that writes to the gaming interface display screen of the gaming platform in the gaming device (p. 6, ll. 16-18; p. 10, ll. 9-14);

displaying the wagering game on the display screen (p. 6, ll. 4-6; p. 10, ll. 5-8; FIG. 1: 40);

enabling a player to interact with the wagering game through the gaming interface that is incorporated into the gaming interface display screen of the gaming platform (p. 8, ll. 20-23, FIG. 1: 30);

generating a systems interface by running a systems logic process that provides access to non-gaming system information on a system network through the gaming platform and that writes to the gaming interface display screen of the gaming platform, wherein the systems logic process is maintained as a separate process from the game display process (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20);

enabling activation of a player services interface, wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface in the gaming interface display screen which provides a player access to service features by accessing non-gaming system information in a system network through the gaming platform (p. 5, ll. 4-12; p. 16, ll. 30-32; FIG. 6: 20); and

enabling activation of an employee systems interface, wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into the card reader activates the employee systems interface in the gaming interface display screen of the gaming platform which provides an employee access to non-gaming system information in a system network through the gaming platform (p. 5, ll. 4-12; p. 6, ll. 8-11; FIG. 7: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l, 23).

(vi) GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL

Claims 1-138 stand rejected under 35 U.S.C. § 103(a) as being unpatentable over Raven et al. (U.S. Patent No. 5,429,361) ("Raven") in view of Kaminkow (U.S. Patent Publication No. 2003/0032474) ("Kaminkow").

(vii) ARGUMENT

Claims 1-138 are not obvious over the cited references:

The Examiner rejected claims 1-138 under 35 U.S.C. § 103(a) as being unpatentable over Raven in view of Kaminkow. The Applicants respectfully traverse this rejection. For the sake of brevity, the rejections of the independent claims are discussed in detail on the understanding that the dependent claims are also patentably distinct over the prior art, as they depend directly from their respective independent claims. Nevertheless, the dependent claims include additional features that, in combination with those of the independent claims, provide further, separate and independent bases for patentability.

On page 2 of the April 13, 2009 Office action, the Examiner states:

> Raven et al. discloses a gaming machine information, communication, and display system for automating maintenance, accounting, security, player tracking, event recording, player interaction, and other functions for a plurality of gaming machines. The system has display and data entry means for a player or employee to interact with the system. Furthermore, in addition to gaming functions, the system downloads data from the central data processor to each individual gaming machine.

However, specifically referring to all independent claims 1, 41, 42, 43, 68, 69, 83, 84, 100-102, 114, and 135-138, the Examiner admits that Raven lacks the disclosure for: (1) a display and input system that "integrat[es] the systems interface display system into the gaming platform screen used to display the gaming information," and (2) "a gaming interface that allows a player to view and participate in the wagering through the display screen and whether the gaming machine produces enhanced graphics and animation display for interactions with the system network." See pages 2-3 of the April 13, 2009 Office action.

Nevertheless, in an attempt to cure the deficiencies of Raven, the Examiner states that the Kaminkow reference discloses "a gaming machine wherein the game player may select goods and services items from a prize menu using an input mechanism, wherein the menu may be displayed on a touch screen and the player may touch the screen to select one of the goods and services items."[1] See page 3 of the April 13, 2009 Office action. (Emphasis added). Paragraph [0095] of Kaminkow reference actually begins as follows: "The game player may select one of the goods and services items from the prize menu using an input device of some type." See ¶ [0095]. (Emphasis added). Applicants respectfully submit that the Examiner is incorrect in his position that the Kaminkow reference supplies the missing elements of the Raven reference.

Respectfully, Applicants submit that prize selection from a gaming session (even if the prize is a free meal) is part of normal gaming activity and cannot be categorized as a system function or player service, in which *non-gaming system information* of a system function is displayed and received through a (non-gaming) system network. Accordingly, it is respectively submitted that the Kaminkow reference does not disclose a system interface, in which *non-gaming system information* of a system function is displayed and received through a (non-gaming) system network. The present application provides specific examples of *non-gaming system information* of a system function offered as a player service, such as the ability to make a hotel reservation, a dinner reservation, or other non-gaming transactions. See page 16, lines 16-25 for example. No such examples are made in any of the cited references.

Continuing in this regard, independent claim 1 recites that the "systems interface displays *non-gaming system information* from a system network through the gaming platform to a casino player," "wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player." The other independent claims also recite these same or similar limitations. As stated above, the present application provides several examples of *non-gaming system information* of a system function embodied as a player service, such as the ability to make a hotel reservation, a dinner reservation, or other non-gaming transactions. See page 16, lines 16-25. Such "system functions" require interfacing with

[1] The Examiner has previously used other references in combination with the Raven reference; however, the Applicants have successfully argued over the previous references. For example, in the Office action of April 13, 2009, the Examiner stated that the Applicants' arguments were persuasive, and that the previous rejection was overcome.

other non-gaming, system networks. Respectfully, the prize menu of the Kaminkow reference is handled through a standard gaming system and is not relevant to the claimed invention.

Applicants respectfully submit that the Examiner has unintentionally demonstrated with the above-cited sections, that none the art of record teaches or suggests "systems interface utilizes the gaming platform to produce enhanced system request capabilities ... for enabling interactions with the system network" In contrast, (1) Raven teaches a known systems interface that does NOT utilize the gaming platform to produce enhanced system request capabilities for enabling interactions with the system network, and (2) Kaminkow merely discloses a prize menu that is a part of a normal gaming session. As a result, the Examiner has done nothing to teach or suggest all of the recited elements of the claimed invention, which include:

(1) a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen;

(2) a systems interface incorporated into the display screen of the gaming platform, wherein the systems interface displays non-gaming system information from a system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and

(3) the systems interface utiliz[ing] the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

Moreover, neither has the Examiner given any alternative reason why he is not simply using hindsight to reconstruct the claimed invention from the cited references, while using the claimed invention as a blueprint. This type of rational is still prohibited post KSR [1], as was explained by the Federal Circuit in *Aventis Pharma Deutschland GmbH V. Lupin Ltd.* [2] when it stated, "We must still be careful not to allow hindsight reconstruction of references to reach the

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1 *KSR Int'l Co. v. Teleflex Inc.*, 82 USPQ2d 1385, 1395 (2007).

2 499 F.3d 1293 (Fed. Cir. 2007).

claimed invention without any explanation as to how or why the references would be combined to produce the claimed invention." [3]

Accordingly, the Raven and Kaminkow references do not teach, disclose or suggest the above recited elements of claims 1-138. Thus, Applicants submit that the 35 U.S.C. § 103(a) rejection of claims 1-138 should be removed.

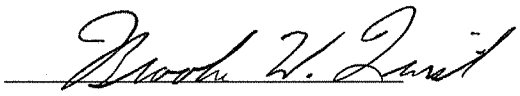
[3] Id.

CONCLUSION AND RELIEF

In conclusion, we respectfully request that the Board overturn the rejections of claims 1-138 and hold claims 1-138 allowable.

Respectfully submitted,

Date: May 4, 2010



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(viii) CLAIMS APPENDIX

The claims involved in this Appeal are as follows:

1. A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device, the gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface; the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen;

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from a system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform, and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

2. The display and input system of claim 1, wherein the insertion of an identification card, on which only identification data is embedded, into a card reader activates the systems interface on the display screen.

3. The display and input system of claim 1, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized player identification card, upon which only identification data is embedded, into a card reader activates the player services interface in the display screen which provides a player access to service features.

4. The display and input system of claim 1, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an

authorized employee identification card, upon which only identification data is embedded, into a card reader activates the employee systems interface in the display screen which provides an employee access to system information.

5. The display and input system of claim 1, further comprising a converter card connected to the additional processor, wherein the converter card enables a systems logic process to facilitate communication between the systems interface and a system network which contains system information.

6. The display and input system of claim 1, further comprising a Y adapter that allows communication between the display screen and both the at least one processor and the additional processor.

7. The display and input system of claim 1, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information on the display screen.

8. The display and input system of claim 1, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

9. The gaming system of claim 1, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor supports hard real time processing for hardware applications, and the additional processor supports a graphic user interface,

wherein the at least one processor runs hard real time tasks related to controlling game peripherals;

wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game in the gaming interface;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process that includes the audiovisual functionality necessary to generate a wagering game via the gaming interface, wherein the systems logic process is maintained as a separate process from the game display process.

10. The display and input system of claim 9, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

11. The display and input system of claim 10, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control

of the display screen to the systems logic process, allowing communication between the systems interface and a system network.

12. The display and input system of claim 9, further comprising a message section on the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

13. The display and input system of claim 12, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

14. The display and input system of claim 9, wherein the systems logic process and the game display process are separate processes that each comprise an independent thread.

15. The display and input system of claim 9, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process, thereby providing security and compatibility.

16. A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device within a gaming system, the gaming system including a system network containing system information; a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface; and a network interface for connecting the gaming device to the system network; the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen;

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform, and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system

network.

17. The display and input system of claim 16, wherein the systems interface includes system information input and display capabilities.

18. The display and input system of claim 16, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

19. The display and input system of claim 16, further comprising a card reader, wherein the card reader functions to read identification cards, upon which only identification data is embedded.

20. The display and input system of claim 16, wherein the systems interface includes a player services interface and an employee systems interface.

21. The display and input system of claim 20, wherein the player services interface provides player access to service features selected from a group including beverages, change, and transactions.

22. The display and input system of claim 20, wherein the employee systems interface provides employee access to system information selected from a group including game information, game monitoring unit address, test mode, machine reservation, hopper status, account meters, program state, and a meter zeroing function.

23. The display and input system of claim 20, further comprising a card reader, and wherein insertion of an authorized player identification card into the card reader activates the player services interface in the gaming display screen.

24. The display and input system of claim 20, further comprising a card reader, and wherein insertion of an authorized employee identification card into the card reader activates the employee systems interface in the gaming display screen.

25. The display and input system of claim 16, wherein the gaming system includes a game logic process and a game display process that generate a wagering game via the gaming interface, and a systems logic process that generates communication between the system network and the systems interface.

26. The display and input system of claim 16, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor supports hard real time processing for hardware applications, and the additional processor supports a graphic user interface, and

wherein the at least one processor runs hard real time tasks related to controlling game peripherals;

wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game in the gaming interface;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process that includes the audiovisual functionality necessary to generate a wagering game in the gaming interface, wherein the systems logic process is maintained as a separate process from the game display process.

27. The display and input system of claim 26, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

28. The display and input system of claim 27, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

29. The display and input system of claim 26, further comprising a message section on the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

30. The display and input system of claim 29, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

31. The display and input system of claim 26, wherein the systems logic process and the game display process are separate processes that each comprise an independent thread.

32. The display and input system of claim 26, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process, thereby providing security and compatibility.

33. The display and input system of claim 26, wherein the game display process that runs the gaming interface supports a graphic user interface based wagering game.

34. The display and input system of claim 26, further comprising a game monitoring unit having a converter card.

35. The display and input system of claim 34, wherein the game monitoring unit includes a network interface card.

36. The display and input system of claim 34, wherein the converter card utilizes I2C hardware and signaling.

37. The display and input system of claim 34, wherein the converter card enables the systems logic process to communicate with the systems interface and the system network.

38. The display and input system of claim 16, further comprising a Y adapter that connects the display screen to both the at least one processor and the additional processor.

39. The display and input system of claim 16, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information via the display screen.

40. The display and input system of claim 16, wherein integrating the systems interface via the display screen lowers overall system costs due to hardware elimination and reduces maintenance costs due to fewer hardware parts.

41. A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device, the gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface; wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game; and wherein the additional processor runs a game display process that includes an audiovisual functionality necessary to generate a wagering game the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen;

a systems interface produced by a systems logic process and that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform, and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee;

wherein the additional processor of the gaming platform runs the systems logic process that provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and

wherein the systems logic process is maintained as a separate process from the game display process;

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network;

a converter card enabling the additional processor to communicate with the systems interface and a system network;

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor; and

calibration software that enables the additional processor to calibrate the display of system information on the display screen.

42. A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device within a gaming system, the gaming system including a system network containing system information; a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface; wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game; and wherein the additional processor runs a game display process that includes audiovisual functionality necessary to generate a wagering game; and a network interface for connecting the gaming device to the system network; the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen;

a systems interface produced by a systems logic process and that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to the non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee;

wherein the additional processor of the gaming platform runs the systems logic process that provides access to non-gaming system information on the system network through the gaming

platform via the gaming interface display screen of the gaming platform; and wherein the systems logic process is maintained as a separate process from the game display process;

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network;

a converter card that enables the additional processor to communicate with the systems interface and the system network;

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor; and

calibration software that enables the additional processor to calibrate the display of system information on the display screen.

43. A gaming system for integrating gaming functions and system functions via a display screen of a gaming platform in a gaming device, the gaming system comprising:

a system network containing system information;

a network interface for connecting a gaming device to the system network;

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

44. The gaming system of claim 43, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

45. The gaming system of claim 43, further comprising a card reader, wherein the card reader functions to read identification cards, upon which only identification data is embedded.

46. The gaming system of claim 43, wherein the systems interface includes a player services interface and an employee systems interface.

47. The gaming system of claim 46, wherein the player services interface provides a player access to service features selected from a group including beverages, change, and transactions.

48. The gaming system of claim 46, wherein the employee systems interface provides an employee access to system information selected from a group including game information, game monitoring unit address, test mode, machine reservation, hopper status, account meters, program state, and a meter zeroing function.

49. The gaming system of claim 46, further comprising a card reader, and wherein insertion of an authorized player identification card into the card reader activates the player services interface in the gaming display screen.

50. The gaming system of claim 46, further comprising a card reader, and wherein insertion of an authorized employee identification card into the card reader activates the employee systems interface in the gaming display screen.

51. The gaming system of claim 43, wherein the gaming system includes a game logic process and a game display process that generate a wagering game in the gaming interface, and a systems logic process that generates communication between the system network and the systems interface.

52. The gaming system of claim 43, wherein the gaming device utilizes a multiple processor platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface, and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process.

53. The gaming system of claim 43, wherein the gaming device utilizes a multiple processor platform, wherein at least one processor supports hard real time processing for hardware applications, and an additional processor supports a graphic user interface, and

wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game in the gaming interface;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process that includes audiovisual functionality necessary to generate a wagering game via the gaming interface, wherein the systems logic process is maintained as a separate process from the game display process.

54. The gaming system of claim 53, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

55. The gaming system of claim 54, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

56. The gaming system of claim 53, further comprising a message section on the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

57. The gaming system of claim 56, wherein the message section on the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

58. The gaming system of claim 53, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

59. The gaming system of claim 53, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process, thereby providing security and compatibility.

60. The gaming system of claim 53, wherein the game display process that runs the gaming interface supports a graphic user interface based wagering game.

61. The gaming system of claim 43, further comprising a game monitoring unit having a converter card.

62. The gaming system of claim 61, wherein the game monitoring unit includes a network interface card.

63. The gaming system of claim 61, wherein the converter card utilizes I2C hardware

and signaling.

64. The gaming system of claim 61, wherein the converter card enables the systems logic process to communicate with the systems interface and the system network.

65. The gaming system of claim 43, further comprising a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor.

66. The gaming system of claim 43, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information on the display screen.

67. The gaming system of claim 43, wherein integrating the systems interface into the display screen lowers overall system costs due to hardware elimination and reduces maintenance costs.

68. A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface,

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process; and

a gaming interface produced by the game logic process and the game display process, that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

69. A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface,

wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game;

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform; and

wherein the additional processor also runs a game display process that includes audiovisual functionality necessary to generate the wagering game, wherein the systems logic process is maintained as a separate process from the game display process; and

a gaming interface produced by the game logic process and the game display process, that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

70. The gaming device of claim 69, wherein insertion of an identification card, upon which only identification data is embedded, into the card reader activates the systems interface on the display screen.

71. The gaming device of claim 69, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader

activates the player services interface on the display screen which provides a player access to service features.

72. The gaming device of claim 69, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into the card reader activates the employee systems interface on the display screen which provides an employee access to system information.

73. The gaming device of claim 69, further comprising a converter card connected to the additional processor, wherein the converter card enables the systems logic process to facilitate communication between the systems interface and a system network which contains system information.

74. The gaming device of claim 69, further comprising a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor.

75. The gaming device of claim 69, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system information on the display screen.

76. The gaming device of claim 69, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

77. The gaming device of claim 69, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

78. The gaming device of claim 77, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and a system network.

79. The gaming device of claim 69, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

80. The gaming device of claim 79, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

81. The gaming device of claim 69, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

82. The gaming device of claim 69, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process.

83. A gaming system for integrating gaming functions and system functions into a display screen in a gaming device, the gaming system comprising:

a system network containing system information;

a gaming device utilizing a multiple processor gaming platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface, and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process;

a network interface for connecting the gaming device to the system network;

a gaming interface produced by the game logic process and the game display process, viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

84. A gaming system for integrating gaming functions and system functions into a display screen in a gaming device, the gaming system comprising:

a system network containing system information;

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface;

wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game;

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform; and

wherein the additional processor also runs game display process that includes audiovisual functionality necessary to generate the wagering game, wherein the systems logic process is maintained as a separate process from the game display process;

a network interface for connecting the gaming device to the system network;

a gaming interface produced by the game logic process and the game display process, viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game; and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

85. The gaming system of claim 84, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

86. The gaming system of claim 84, further comprising a card reader, wherein the card reader functions to read identification cards, upon which only identification data is embedded.

87. The gaming system of claim 84, wherein the gaming display screen includes a small

region that, when selected, activates the systems interface.

88. The gaming system of claim 87, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region on the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

89. The gaming system of claim 84, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

90. The gaming system of claim 89, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

91. The gaming system of claim 84, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

92. The gaming system of claim 84, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process.

93. The gaming system of claim 84, wherein the game display process that runs the gaming interface supports a graphic user interface based wagering game.

94. The gaming system of claim 84, further comprising a game monitoring unit having a converter card.

95. The gaming system of claim 94, wherein the game monitoring unit includes a network interface card.

96. The gaming system of claim 94, wherein the converter card utilizes I2C hardware and signaling.

97. The gaming system of claim 94, wherein the converter card enables the systems logic process to communicate with the systems interface and the system network.

98. The gaming system of claim 84, further comprising a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor.

99. The gaming system of claim 84, wherein the additional processor further includes calibration software that enables the additional processor to calibrate the display of system

information on the display screen.

100. A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface, and

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

101. A gaming system for integrating gaming functions and system functions into a display screen in a gaming device, the gaming system comprising:

a system network containing system information;

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface;

a network interface for connecting the gaming device to the system network;

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system

network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

102. A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface,

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee;

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network;

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network;

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor; and

calibration software that enables the additional processor to calibrate the display of system information on the display screen.

103. The gaming device of claim 102, wherein the insertion of an identification card, upon which only identification data is embedded, into the card reader activates the systems interface on the display screen.

104. The gaming device of claim 102, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface in the display screen which provides a player access to service features.

105. The gaming device of claim 102, wherein the system functions interface includes a player services interface and an employee systems interface, and wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into the card reader activates the employee systems interface in the display screen which provides an employee access to system information.

106. The gaming device of claim 102, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

107. The gaming device of claim 102, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor comprises a plurality of processors that support hard real time processing for hardware applications, and the additional processor supports a graphic user interface, and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process.

108. The gaming device of claim 107, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

109. The gaming device of claim 108, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface

and a system network.

110. The gaming device of claim 107, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

111. The gaming device of claim 110, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

112. The gaming device of claim 107, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

113. The gaming device of claim 107, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process.

114. A gaming system for integrating gaming functions and system functions into a display screen in a gaming device, the gaming system comprising:

a system network containing system information;

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface,

a network interface for connecting the gaming device to the system network;

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee;

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network;

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network;

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor; and

calibration software that enables the additional processor to calibrate the display of system information on the display screen.

115. The gaming system of claim 114, wherein the systems interface includes system information input and display capabilities.

116. The gaming system of claim 114, wherein the systems interface utilizes touchscreen technology for inputting and accessing system information in the systems network.

117. The gaming system of claim 114, further comprising a card reader, wherein the card reader functions to read identification cards, upon which only identification data is embedded.

118. The gaming system of claim 114, wherein the systems interface includes a player services interface and an employee systems interface.

119. The gaming system of claim 118, wherein the player services interface provides a player access to service features selected from a group including beverages, change, and transactions.

120. The gaming system of claim 118, wherein the employee systems interface provides an employee access to system information selected from a group including game information, game monitoring unit address, test mode, machine reservation, hopper status, account meters, program state, and a meter zeroing function.

121. The gaming system of claim 118, further comprising a card reader, and wherein insertion of an authorized player identification card into the card reader activates the player services interface in the gaming display screen.

122. The gaming system of claim 118, further comprising a card reader, and wherein insertion of an authorized employee identification card into the card reader activates the employee systems interface in the gaming display screen.

123. The gaming system of claim 114, wherein the gaming system includes a game logic process and a game display process that generate the wagering game via the gaming interface, and a systems logic process that generates communication between the system network and the systems interface.

124. The gaming system of claim 114, wherein the gaming device utilizes a multiple processor platform, wherein the at least one processor comprises a plurality of processors that support hard real time processing for hardware applications, and the additional processor supports a graphic user interface, and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals;

wherein the additional processor runs a systems logic process that provides access to system information on a system network via the systems interface; and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process.

125. The gaming system of claim 124, wherein the gaming display screen includes a small region that, when selected, activates the systems interface.

126. The gaming system of claim 125, wherein the game display process is a master process and the systems logic process is a slave process, and wherein the game display process recognizes when the small region of the display screen is selected, and relinquishes control of the display screen to the systems logic process, allowing communication between the systems interface and the system network.

127. The gaming system of claim 124, further comprising a message section of the display screen, wherein the section of the display screen is allocated for showing messages to a player of the gaming device.

128. The gaming system of claim 127, wherein the message section of the display screen is dedicated to control by the systems logic process, and is free from control by the game display process.

129. The gaming system of claim 124, wherein the systems logic process and the game display process are separate processes, each comprising an independent thread.

130. The gaming system of claim 124, wherein the systems logic process is modifiable without impacting the game display process, and wherein the game display process is modifiable without impacting the systems logic process.

131. The gaming system of claim 124, wherein the game display process that runs the gaming interface supports a graphic user interface based wagering game.

132. The gaming system of claim 114, further comprising a game monitoring unit.

133. The gaming system of claim 132, wherein the game monitoring unit includes a network interface card.

134. The gaming system of claim 132, wherein integrating the systems interface into the display screen lowers overall system costs due to hardware elimination and reduced maintenance costs.

135. A gaming system for integrating gaming functions and system functions into a display screen in a gaming device, the gaming system comprising:

a system network containing system information;

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface, and wherein the gaming device connects directly to the system network;

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game;

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee;

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network; and

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network.

136. A gaming device having a display screen and a card reader, the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of

supporting a graphic user interface, and

a gaming interface that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game;

a player services interface, wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface on the gaming interface display screen of the gaming platform which provides a player access to service features; and

an employee systems interface, wherein insertion of an authorized employee identification card, on which only identification data is embedded, into the card reader activates the employee systems interface on the gaming interface display screen of the gaming platform which provides an employee access to non-gaming system information through the gaming platform via the gaming interface display screen of the gaming platform, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

137. A method of integrating gaming functions and system functions into a display screen of a gaming platform in a gaming device, wherein the gaming device includes a card reader, the method comprising:

generating a wagering game via a gaming interface by running a game logic process that includes the game rules necessary to generate the wagering game, and by running a game display process that includes audiovisual functionality necessary to generate a wagering game and that writes to the gaming interface display screen of the gaming platform in the gaming device;

displaying the wagering game on the display screen;

enabling a player to interact with the wagering game through the gaming interface that is incorporated into the gaming interface display screen of the gaming platform;

generating a systems interface by running a systems logic process that provides access to non-gaming system information on a system network through the gaming platform and that writes to the gaming interface display screen of the gaming platform, wherein the systems logic process is maintained as a separate process from the game display process; and

enabling activation of the systems interface, wherein insertion of an authorized identification

card, upon which only identification data is embedded, into the card reader activates the systems interface in the gaming interface display screen of the gaming platform which provides access to non-gaming system information in a system network through the gaming platform, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

138. A method of integrating gaming functions and system functions into a display screen of a gaming platform in a gaming device, wherein the gaming device includes a card reader, the method comprising:

generating a wagering game via a gaming interface by running a game logic process that includes the game rules necessary to generate a wagering game, and by running a game display process that includes audiovisual functionality necessary to generate the wagering game and that writes to the gaming interface display screen of the gaming platform in the gaming device;

displaying the wagering game on the display screen;

enabling a player to interact with the wagering game through the gaming interface that is incorporated into the gaming interface display screen of the gaming platform;

generating a systems interface by running a systems logic process that provides access to non-gaming system information on a system network through the gaming platform and that writes to the gaming interface display screen of the gaming platform, wherein the systems logic process is maintained as a separate process from the game display process;

enabling activation of a player services interface, wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface in the gaming interface display screen which provides a player access to service features by accessing non-gaming system information in a system network through the gaming platform; and

enabling activation of an employee systems interface, wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into the card reader activates the employee systems interface in the gaming interface display screen of the gaming platform which provides an employee access to non-gaming system information in a system network through the gaming platform, and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network.

(ix) EVIDENCE APPENDIX

None.

(x) RELATED PROCEEDINGS APPENDIX

None.